

**Amendments to the Claims**

The following listing of claims will replace all prior versions and listings of the claims in the application:

Claim 1 (currently amended): A system for providing real-to-virtual correspondence, comprising  
a memory configured to store a plurality of programs, each program corresponding to an  
entity contained in the real world; and  
a processor configured to execute instructions of each program for:  
mimicking actions of corresponding real world entities; ~~and~~  
at least one of passing data and passing action from one program to another program;  
and  
permitting direct automation of real world functions without the prior systemization  
of the real world functions.

Claim 2 (canceled).

Claim 3 (currently amended): A system as recited in claim 1, wherein the processor is further  
configured to execute instructions for accepting instructions, directly and without prior systemization  
of real world functions, to automate the real world functions of ~~one of a person or a device.~~

Claim 4 (original): A system as recited in claim 1, wherein the processor is further configured to  
execute instructions for matching the plurality of programs with their corresponding real world  
entities.

Claim 5 (original): A system as recited in claim 1, wherein the processor is further configured to execute instructions for supporting a speak-listen interaction between the real world entities.

Claim 6 (original): A system as recited in claim 1, wherein the processor is configured to execute instructions for mimicking automated functions of the real world entities.

Claim 7 (original): A system as recited in claim 1, wherein the plurality of programs represents persons and/or devices of real organizations.

Claim 8 (original): A system as recited in claim 1, wherein the processor is further configured to execute instructions for associating physically adjacent real world entities to permit automatic creation of channels connecting any two real world entities located in the physical world.

Claim 9 (currently amended): A computer-implemented method for providing real-to-virtual correspondence, comprising:

providing a plurality of programs, each program corresponding to a different entity contained in the real world;

mimicking actions of corresponding real world entities with the plurality of programs; and  
at least one of passing data and passing action from one program to another program; and  
permitting direct automation of real world functions without the prior systemization of the  
real world functions.

Claim 10 (canceled).

Claim 11 (currently amended): A computer-implemented method as recited in claim 9, further comprising:

accepting instructions, directly and without prior systemization of real world functions, to automate the real world functions of ~~one of a person or a device~~.

Claim 12 (original): A computer-implemented method as recited in claim 9, further comprising:

matching the plurality of programs with their corresponding real world entities.

Claim 13 (original): A computer-implemented method as recited in claim 9, further comprising:

supporting a speak-listen interaction between the real world entities.

Claim 14 (original): A computer-implemented method as recited in claim 9, wherein the plurality of programs mimic automated functions of the real world entities.

Claim 15 (original): A computer-implemented method as recited in claim 9, wherein the plurality of programs represents persons and/or devices of real organizations.

Claim 16 (original): A computer-implemented method as recited in claim 9, further comprising:

associating physically adjacent real world entities to permit automatic creation of channels

connecting any two real world entities located in the physical world.

Claim 17 (canceled).

Claim 18 (previously presented): A system as recited in claim 1, wherein the memory stores a data structure comprising a decision table that links a series of tests to the outcomes of those tests, and to the actions taken based upon those outcomes, wherein the decision table organizes and executes the series of tests and the resulting actions.

Claim 19 (previously presented): A computer-implemented method as recited in claim 9, further comprising:

storing a data structure comprising a decision table that links a series of tests to the outcomes of those tests, and to the actions taken based upon those outcomes, wherein the decision table organizes and executes the series of tests and the resulting actions.

Claim 20 (currently amended): A system as recited in claim 1, wherein the processor is further configured to execute instructions for creating a channel pathway through which ~~end-to-end~~ communication passes.

Claim 21 (currently amended): A computer-implemented method as recited in claim 9, further comprising:

creating a channel pathway through which ~~end-to-end~~ communication passes.

Claim 22 (new): A system for associating one of a real world action and function to a real world entity that performs one of a real world action and function, comprising a processor configured to execute instructions for matching a separate distinct program to represent the real world entity.

Claim 23 (new): A system as recited in claim 22, further comprising at least one memory configured to store a plurality of programs, each program corresponding to an entity contained in the real world .

Claim 24 (new): A system as recited in claim 22, wherein the processor is further configured to:

provide a program environment;

execute programs mimicking one of actions, activities, and functions of corresponding real world entities; and

enable program interaction by at least one of passing data and passing action from one program to another.

Claim 25 (new): A system as recited in claim 22, wherein the processor is further configured to identify and associate adjacent or adjoining entities in close proximity to each other in the physical world, permitting automatic assembly and disassembly of the adjoining entities to form channels to connect any program to a corresponding real physical counterpart.

Claim 26 (new): A system as recited in claim 22, wherein the processor is further configured to:

automatically find alternative channel pathways;

permit automatic reservation and release of individual channel entities, needed elsewhere, following each single use of a channel;

input and output data on a gather-read scatter-write basis to eliminate requirements for any data buffers and data movement within the channel; and

permit remote physical device operation without the need for physical device embedded processors.

Claim 27 (new): A system as recited in claim 22, wherein the processor is further configured to:

accept into any program, without prior systemization, natural and direct instructions, to automate one of real world actions, activities, and functions of a corresponding real word entity; and

execute the natural and direct instructions in any program to automate one of the real world actions, activities, and functions of the corresponding real world entity.

Claim 28 (new): A system as recited in claim 22, further comprising a memory configured to store data structures comprising decision tables that link a series of tests to the outcomes of those tests, and to the actions taken based upon those outcomes, wherein the tables allow, without prior systemization, natural and direct instructions to be organized and executed as a series of tests and resulting actions.